Settlement Project Advanced

This assignment is due November 29/30. This project is all about taking all the problems listed below and figuring out how you would like to set up a town that is able to grow and expand (for example going from a small town to a whole country). There are multiple components to your project:

1. You must have at least three pages typed (double-spaced, one inch margins, 12 pt font) explaining the rules of your society, what your town is centered around, and why you made the choices you made (most of the paper should focus on the last part or why aspect).
2. You also have to make a visual representation of your society this can be a detailed, neat, drawing that points out specific buildings or it can be a 3-d representation!!

Problems:

1. Little to No Water
2. You must set up the town to allow for growth
3. You need to figure out where will you get food to survive the first year
4. You need to get 5,000 people to survive the first winter
5. Settling too late in the year to farm
6. You have mountains on one side, and this is where the water is
7. You are in a desert climate
8. 10,000 people will come within the year and you need to help them survive their first winter.

Tasks

1. You need to name your settlement
2. Decide who is governing the people and what other jobs you need to fill to make the settlement successful
3. Decide the most important things to your settlement
4. You need to design the layout of your settlement, to help you think about what is most important to your settlement. What is most important should be places in a central and very accessible part of town.
5. You need to decide what rules are going to govern your society
6. You are going to also decide punishments for broken rules and who is going to administer punishments.